PRESS KIT

BIRDS OF WAR

A HexNest Games Production

Fast. Chaotic. Bird vs Bird.

Steal eggs. Defend your nest. Talk trash in proximity chat.

PLATFORM	PLAYERS	ENGINE	RELEASE
PC (Steam)	**Lobbies of 9**	**Unreal Engine 5**	**March 15, 2026**

hexnestgames@gmail.com

Steam | birdsofwar.gg | discord.gg/birdgame

Instagram / TikTok / YouTube @hexnestgames

ABOUT THE GAME

Birds of War is a fast, chaotic, aerial BvB (Bird vs Bird) game where teams battle to steal eggs from each other's nests, defend their own, and trash-talk through proximity voice chat. Think competitive shooter meets avian warfare, mixed with ragdoll physics, class-based abilities, and the unfiltered energy of a 2009 Xbox Live lobby.

It all started with a viral AI meme depicting a bird game where players steal from each other's nest. The internet wanted it to be real, so we made it real. Instead of AI taking our jobs, we took AI's. Birds of War has grown from an internet joke into a fully playable multiplayer game with 30,000+ Steam wishlists and a fiercely dedicated community. Built in Unreal Engine 5 by HexNest Games, an independent studio based in Melbourne, Australia.

> *We wanted to build the game we wished existed. Something fast, funny, competitive, and completely unhinged. As we playtested, we realised that we had accidentally created the kind of multiplayer experience where you're screaming at your mates one second and laughing about it the next. That's Birds of War.*
>
> Sam, Game Director, HexNest Games

KEY FEATURES

3V3V3 AERIAL COMBAT

The base game mode "Egg Siege" features three teams of three in fast-paced aerial fights. Steal eggs, defend your nest, eliminate rivals. No two matches play the same.

PROXIMITY VOICE CHAT

Hear enemies as they get close. Trash-talk, deceive, coordinate. Your voice is your most powerful weapon.

4 UNIQUE BIRD CLASSES

Crow (stealth assassin), Hummingbird (speed demon), Shoebill (tank bruiser), and Pigeon (support). Each with distinct abilities and playstyles.

RAGDOLL PHYSICS

Every hit, collision, and death produces unique, hilarious ragdoll moments. Built for clips and content.

PAY TO FLEX, NOT PAY TO WIN

All gameplay earned through skill. Cosmetics let you drip out your bird. Nothing gives a competitive edge.

BUILT FOR CONTENT

Proximity voice chat, ragdoll physics, and chaotic PvP naturally generate shareable, viral moments every match.

PLAYABLE BIRDS

CROW   Stealth / Assassin

Q: 8-second invisibility (breaks on egg pickup)
Right Click: Charged Peck (25% bonus damage + 15 DPS over 10 sec)

Silent egg thief, flanker, assassin. Slip behind enemy lines, grab the egg, and vanish before anyone knows you were there.

HUMMINGBIRD   Speed / DPS

Q: Nectar Rush (forward dash that cuts through enemies)
Right Click: Charged Rapid Fire (multi-hit burst attack)

Fastest bird in the sky. Hit-and-run specialist built for pursuit and chaos.

SHOEBILL   Tank / CC

Q: Shield (35 damage absorption, 7 sec, covers nearby teammates)
Right Click: Charged Headbutt (stun + ragdoll on impact)

Enforcer, nest defender, frontline brawler. If you see a Shoebill flying at you, run.

PIGEON   Support / Intel

Q: Homing UAV (reveals enemies through walls for 7 sec, team-wide)
Right Click: Wing Clap (damage + 30% slow in radius for 4 sec)

Intel gatherer, egg carrier, team utility. The support class nobody expects.

THE ORIGIN STORY

In late November 2025, a bird-related meme exploded across social media. It was created with AI and thousands of people started asking for a real bird combat game. So we stole AI's job and decided to build it ourselves. Within 48 hours, the Discord had 8,500+ members, Instagram hit 10K followers, and early content crossed 3 million views.

What started as a meme became a mission: build the chaotic, unfiltered multiplayer experience that modern gaming was missing. Birds of War is now a fully functional multiplayer title with playtest builds, a growing community, and a clear path to Early Access.

SCREENSHOTS

All screenshots from in-game playtest builds. Available as separate high-resolution files.

Download all assets: drive.google.com/drive/folders/1HcJMMv6WjIoMNh1F5c0YiH4TgP3u5jO-

LOGO ASSETS

All logos available as PNG. White versions for dark backgrounds, metallic variants included.

White / Horizontal

White / Stacked

Metallic Variants

For dark backgrounds only.

Metallic / Horizontal

Metallic / Glow

Metallic / Stacked

KEY ART

Main Capsule

Event Header

Library Hero

All images available as separate PNG files. High-res versions available below:

Download all assets: drive.google.com/drive/folders/1HcJMMv6WjloMNh1F5c0YiH4TgP3u5jO-

FACTSHEET

Game	**Birds of War**
Developer	**HexNest Games**
Location	**Melbourne, Australia**
Platform	**PC (Steam)**
Engine	**Unreal Engine 5**
Release	**March 14, 2026 (Early Access)**
Price	**$3.99 to $4.99 USD (Early Access)**
Genre	**Multiplayer PvP**
Players	**9 players, 3v3v3**
Perspective	**Third Person**
Monetization	**Pay to Flex, Not Pay to Win (cosmetics only)**
Voice Chat	**Unrestricted proximity voice chat**

LINKS

Steam	store.steampowered.com/app/4223300/Birds_of_War/
Website	birdsofwar.gg
Discord	discord.gg/birdgame
Instagram	instagram.com/hexnestgames
TikTok	tiktok.com/@hexnestgames
YouTube	youtube.com/@hexnestgames
Assets	Google Drive (logos, screenshots, key art)

CONTENT CREATOR POLICY

You are free to record, stream, upload, and monetize any and all Birds of War content. No restrictions. We actively encourage it. This is your game as much as it is ours. Spread the word. Bird Gang.

PRESS CONTACT

Email	contact@birdsofwar.gg
Studio	**HexNest Games**
Director	**Seaton, Game Director**

BIRDS OF WAR